

The background of the entire page is a dark, textured illustration. It features a large, gnarled tree trunk in the center. To the right, a dragon's head with a long, pointed snout and sharp teeth is visible. To the left, a T-Rex skeleton is depicted, with its long, curved horns and sharp teeth. The overall color palette is dark, with shades of brown, black, and red, creating a macabre and horror-like atmosphere.

CIRCLE OF HUNGER

HOME BREW

A Homebrew Druid Circle for those who want
to satiate their never-ending hunger.

CIRCLE OF HUNGER

This Circle is nothing but a curse imposed by the magic within nature itself. Eating humanoid's flesh due to desperation infects you with this curse. These druids have many names, Wendigo, Witiko, and Wee-Tee-Go are a few of them, all roughly translating to "the evil spirit that devours." Few have some control over the beast within, and those who don't, all they can do is watch as the monster takes control and hunts for its prey, toying with the victim before ripping them to shreds.

CIRCLE OF HUNGER FEATURES

Druid Level	Spells
2nd	Circle Of Hunger Quirks, Circle Spells, The Hunger Within, Wendigo Form
6th	Never-Ending Famine
10th	Shaman Form
14th	Bloodlust For The Hunt

CIRCLE OF HUNGER QUIRKS

At your option, you can pick from or roll on the Circle Of Hunger Quirks table to create a quirk for your character.

d8	Quirk
1	You have a voice inside your head that isn't your own. You feel it's hunger.
2	Whenever you eat something that isn't raw meat, you feel a urge to throw up.
3	A deer skull is permanently attached to your head. A representation of your Circle.
4	The body fat you once had is gone, with nothing but bones and skin remaining.
5	Your skin is pale, with a gray-ish coloration, and your eyes are white as snow.
6	The thought of eating a humanoid's meat once bothered you, now you crave it more than ever.
7	Druidic runes cover your body. All of them are unique, but have the same meaning. "Hunger".
8	Your blood is thick as petroleum, cold as the winter, and dark as the night.

CIRCLE SPELLS

Your connection with the hunger grants you access to certain spells. At 2nd level, you learn the *Primal Savagery* cantrip.

When you reach certain Druid levels, you gain access to the spells below. These spells count as druid spells for you and you always have them prepared, but they don't count against the number of spells you prepare each day.

Druid Level	Spells
3rd	Blur, Mirror Image
5th	Hunger Of Hadar, Hypnotic Pattern
7th	Phantasmal Killer, Shadow Of Moil
9th	Mislead, Wrath Of Nature

THE HUNGER WITHIN

When you adopt this Circle at 2nd level, the hunger inside you empowers your attacks, turning you almost feral. Whenever you cast *Primal Savagery*, add your Wisdom Modifier to the damage it deals on a hit.

Furthermore, a protective ward caused by your starvation protects you. When you finish a long rest, you gain this ward. It has hit points equal to twice your druid level + your Wisdom modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Once per turn, whenever you deal the damage to an hostile creature, the ward regains a number of hit points equal to your Constitution Modifier.

Additionally, once per turn, when you use your *Wendigo Form* or *Shaman Form* feature, your ward regains a number of hit points equal to twice your Constitution Modifier.

WENDIGO FORM

The curse inside you grows hungry. Beginning at 2nd level, you can use a bonus action to expend a use of your Wild Shape and take the form of a Wendigo.

When you assume this Wendigo form, you retain your game statistics, except your size, becoming Large, and also your limbs grow into bony claws, a spiked tail appears on your back, and a deer skull with huge horns emerges through your head. While in your Wendigo Form you gain the following benefits:

- You gain a climbing speed equal to your walking speed.
- Whenever a creature hits you with a melee attack while your ward still has hit points, they take necrotic damage, that can't be reduced, equal to your druid level.
- You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- You may change the damage type of your *Primal Savagery* to bludgeoning, cold, necrotic, piercing or slashing when you deal damage.

While transformed, you can only speak Druidic. Your Wendigo form last for 1 hour, until you use your Wild Shape again, or when you end it as an action.

NEVER-ENDING FAMINE

Your urges became so strong that you can't control yourself anymore, even if it's just to taste a little of raw meat. Starting at 6th level, you can spend a minute to devour a corpse of any size and type, except from undeads and constructs.

Doing so, your ward regain a number of hit points equal to your Druid level. You can use this feature once before you must finish a short or long rest.

Finally, your *Primal Savagery* cantrip ignores resistances against its damages types.



SHAMAN FORM

Beginning at 10th level, the hunger within reaches it's apex. You can expend two uses of Wild Shape as a bonus action to transform into an advanced form of the Wendigo, a Shaman. While in your Shaman Form, you gain the benefits of the Wendigo Form, and the added bonuses:

- You become Huge.
- You may add one additional die to your *Primal Savagery* damage and they become a d12.
- Your ward maximum hit points increases by your druid level, gaining as much when transforming.
- You gain a bonus to your AC equal to your Wisdom modifier (minimum of +1).

BLOODLUST FOR THE HUNT

At 14th level, the last remaining fraction of humanity inside you vanishes, becoming animalistic beast on battle. While in your Wendigo or Shaman Form and your ward doesn't have all it's hit points, creatures have disadvantage against your Spells Saving Throws and you have advantage on attack rolls.

OPTIONAL RULE: LOSING CONTROL

Roll a d12 whenever you use your *Wendigo Form* feature, or roll a d8 when using the *Shaman Form* feature. On a roll of 1 on either case, the Wendigo momentarily takes control over your body.

You must move directly toward the nearest creature (if more than one creature is equally near to you, roll randomly to determine your target) and use the Cast A Spell action, casting a spell that would deal damage against that creature.

Once you've done it, make a Wisdom Saving Throw against your own Spell Save DC at disadvantage, retaking control of your body if you succeed. Starting at 11th level, you make the saving throw without disadvantage. At 18th, you make it with advantage.

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